

DATA ITEM DESCRIPTION

TITLE: INSTRUCTIONAL MEDIA PACKAGE

Number: DI-ALSS-81526A

AMSC Number: N7348

DTIC Applicable: No

Office Of Primary Responsibility: N/AS/PMA205

Applicable Forms: None

Approval Date: 30 July 1999

Limitation:

GIDEP Applicable: No

Use/relationship: The Instructional Media Package contains visual, textual, and audio information to be used in the development and presentation of training. It also includes the fully integrated instructional media presentation package.

- a. This Data Item Description (DID) contains the preparation instructions for the content and format of the Instructional Media Package.
- b. This DID contains the format, content, and intended use information for the data product resulting from the performance requirements described by 3.2.10 of MIL-PRF-29612A, and is applicable to the acquisition of training data products. Data product performance evaluation criteria are specified in 4.3.10 and 4.3.9 of MIL-PRF-29612A.
- c. It is not intended that all the requirements contained herein should be applied to every program or program phase. Portions of this DID are subject to deletion tailoring depending upon the program phase in which it is applied in the contract. Any individual data requirement contained in this DID is subject to deletion tailoring.
- d. This DID supersedes DI-ILSS-81526.

Requirements:

1. Reference document. The applicable issue of documents cited herein, including their approval dates and dates of any applicable amendments, notices, and revisions, shall be as specified in the contract.

2. Format. The format of data contained within this DID is as follows:

- a. For paper-based products contractor format is acceptable.
- b. Standard digital data shall comply with the content and format requirements specified in the Defense Data Dictionary System (DDDS).

2.1 Standard training data products. The standard data product format shall be as follows:

- a. Still and motion audiovisual products shall conform to the product standards as set forth in the Society for Motion Picture and Television Engineers (SMPTE) standard for Television Analog Recording - ½ in. Type L - Electrical Parameters, Control Code and Tracking Control.
- b. For Interactive Multimedia Instruction (IMI) products, government accepted industry format standards are acceptable.

3. Content. The Instructional Media Package shall contain the following:

3.1 Front matter. Content of the front matter shall be in accordance with Appendix A of MIL-PRF-29612A.

3.2 Legal data. Legal data that relates to the production shall include:

- a. Music clearances and rights.
- b. Talent releases.
- c. Location releases.
- d. Intellectual property rights releases.
- e. Any type of release required for production, replication, modification, distribution, or reuse.

3.3 Audiovisual production data. This data shall include the following:

3.3.1 Treatment. The treatment is the general plan or approach to the production. The treatment shall be based upon the learning objectives of the instructional media audiovisual production, and shall describe the individual types of scripts to be used for the production, including:

- a. The title of the instructional media production.
- b. A scope of the production content or subject matter.
- c. Intended audience.
- d. Requirement, if any, for closed captioning.
- e. Proposed running time.
- f. Types of audiovisual instructional media and how they are to be used.
- g. Types of audio instructional media and how they are to be used.
- h. Identification of the instructional media as linear or interactive.
- i. A general description of the types of shots desired.
- j. Existing audiovisual materials to be used including titles, control numbers, reel numbers, and SMPTE time codes. Time code shall conform to the SMPTE standard for Television, Audio and Film - Time and Control Code.
- k. A description of how the production will satisfy each learning objective.
- l. An initial outline of an Interactive Courseware (ICW) unit of instruction, including an initial flow chart depicting major branching design.

3.3.2 Scripts. This data shall include each scene or frame showing description, talent, props, audio, narration, sound effects, camera angle, image size, and shall include the following:

3.3.2.1 Audiovisual script. This data shall include the following data:

- a. Title and identification number.
- b. Scene number, cross-referenced to script and storyboard.
- c. Scene description (including, when required, location, sets, talent, wardrobe, properties, stage directions, special effects, graphics and animation or art, and camera directions). Indicate whether the scene has sound or is silent.
- d. Description of scenes to be shot shall identify the visual displayed still, motion, and sequence. This description shall identify the primary and secondary subjects in

separate and split screen video. Character generations to be mixed with the video and simulation sequence number for each shot in the order that the video will be presented shall also be identified.

- e. A description of special effects (e.g., animation, overlays, inserts, highlight, digitized video, computer generated video graphics, and animation).
- f. A description of words or text displayed in a visual.
- g. A description of character generator text and description.
- h. A description of any simulation attributes used in the video.
- i. A description of camera directions to include:
 - (1) Type of shot.
 - (2) Camera movement.
 - (3) Visual angle.
 - (4) Special equipment required (e.g., dollies, sound booms, special lenses, smoke generators).
- j. A description of the type of scene transition.
- k. A description of the audio portion of the audiovisual script shall include the following data:
 - (1) Details and suggested relationships to enhance the visual message.
 - (2) Identification of silence breaks on edits.
 - (3) A description of on or off camera, narration, music, and sound effects.
- l. A description of existing audiovisual materials to be used including titles, control numbers, reel numbers, and SMPTE time codes. Time codes shall conform to the SMPTE standard for Television, Audio and Film - Time and Control Code. Include special requirements and conditions that must exist for the correct shot presentation (e.g., equipment switch configurations, specific operational conditions).
- m. Additional comments and directions.

3.3.2.2 Audio only scripts. This data shall include:

- a. The directions necessary for production of the audio only instructional material.
- b. A description of the contents of the program (e.g., which may include words of narration, character treatment, music, sound effects, pauses or stops).
- c. The audio script title, classification, listening requirements, preparing and procuring activity, and date produced.

3.3.3 Storyboards. This data shall be provided to represent each scene within the script. (Storyboards are rough sketches of the way each scene or shot should appear in the final production, and provide guidance for positioning talent, properties, and camera.) The storyboard shall include the following data:

- a. Visual representation (e.g., artwork, photography, line drawing, camera angle, stage direction, special effects, editing transitions, graphics and animation, text, lighting).
- b. Audio requirements (e.g., narration, dialogue, sound effects, music, ambient sound, talent direction).
- c. Scene numbers which are consistent with the script. Each storyboard shall be

cross-referenced to the specific action point in the applicable flow diagrams it supports.

- d. Support material relationship which identifies and cross-references any shared or related course material and courses.
- e. Additional storyboard data required for IMI products as follows:
 - (1) Detailed computer programming instructions for interaction, branching and courseware performance.
 - (2) Description of shot shall identify the visual displayed still, motion, and sequence. The description shall identify the primary and additional subjects in separate and split screen video. Character generations to be mixed with the video shall also be identified. Provide simulation sequence number for each shot in the order that the video will be presented.
 - (3) Special effects (e.g., animation, overlays, inserts, highlight, digitized video, computer generated video graphics, and animation).
 - (4) Editing transition and type (e.g., wipe, dissolve, fade to/from black).
 - (5) Words or text displayed in a visual.
 - (6) Character generator text and description.
 - (7) SMPTE time code shall identify the actual location of the shot on the premaster video using SMPTE time code. (This data may be added to the storyboard during or after the video production requirement.)
 - (8) Linear play, start and stop frame in SMPTE time code.
 - (9) Resource video used.
 - (10) Description of resource video used shall describe special requirements and conditions that must exist for the correct shot presentation (e.g., equipment switch configurations, specific operational conditions).
 - (11) A description of any simulation attributes used in the video.
 - (12) Test item data shall include the following:
 - (a) Test item stem text
 - (b) Test item distractors.
 - (c) A description of student feedback.
 - (d) A description of student remediation.
 - (e) A description of Computer Managed Instruction (CMI) capability.
 - (13) Additional comments and directions.

3.3.4 Audio scene data. This data shall identify and describe the audio requirements for each scene as follows:

- a. Audio track and channels (default for monaural productions is audio channel 1 (left channel)).
- b. Second language used and dedicated audio track.
- c. Compressed or still frame audio used.
- d. Music cuts.
- e. Ambient sound.
- f. Signature characteristics and sound effects used.
- g. Narrative dialogue.
- h. Sampling rates.

3.3.5 Audiovisual production plan. This data shall provide information for the coordination required for video production as follows:

- a. Equipment resources needed, including Government-Furnished Property (GFP), Government-Furnished Information (GFI), and Government-Furnished Equipment (GFE).
- b. Video shot list.
 - (1) Shot sequence order of motion and still frame shots.
 - (2) Schedule listing availability of times to shoot.
- c. A milestone chart of important production dates.

3.3.6 Prototype audiovisual. This data shall be assembled from audiovisual footage in accordance with the treatment and related scripts. (This prototype will demonstrate how the treatment and related scripts are used to produce the required audiovisual materials.)

3.3.7 Edit Decision List (EDL). The EDL shall provide information on assembly of the first cut or master audiovisual by the audiovisual editor after completion of audiovisual edits. The EDL shall contain the following:

- a. Approved script number.
- b. Edit sequence number that identifies the order in which the edits were performed, determined by edit sequence on the premaster or master video.
- c. Video resource reel number.
- d. Resource video SMPTE time codes for start and end of each scene.
- e. Each video edit description shall include digital data frame edits, and beginning and ending SMPTE time codes. Time code shall conform to the SMPTE standard for Television, Audio and Film - Time and Control Code.
- f. Audio instructions on the video EDL shall be broken down by track, and shall include location by track number, start and stop time, and scene.

3.3.8 Original videotape material. Shall include all original footage recorded.

3.3.9 Adjunctive material. Adjunctive material shall provide data that enhances and provides additional support to training that cannot be provided by the primary media.

3.3.10 Program media. Program media shall consist of all materials (e.g., software, firmware) necessary to execute the training system.

3.4 Interactive Courseware directions. This data shall include the required information and directions for the director, programmer, and instructional designer which will be presented by the content media. (Not required for audiovisual productions.)

3.5 Programming requirements for graphics and animation. This data shall identify and describe the programming requirements for graphics and animation, and shall include:

- a. Type of input/output device (e.g., joystick, light pen, mouse, touch panel, graphics

- and animation tablet, keyboard, optical digitizer, trackball, bar code reader, printer).
- b. Frame number.
- c. Frame type with required logic.
 - (1) Alphanumerics in visuals.
 - (2) Graphics used.
 - (3) Animation used.
 - (4) Background colors to include color register number, and the font, size and color of text.
- d. Visual angle of information presented.
- e. Composite of visual display.
- f. Program flow.
- g. Display flow/sequence.
- h. Additional comments and directions.

3.6 Instructional media data files. The instructional media data files contain the design, development and programming data, and adjunctive materials required to maintain instructional media and provide life cycle support for the training system. This data shall contain the following:

3.6.1 Instructional media generation programs and files. This data shall consist of the application software programs used to design, develop, run and maintain the electronic programs. The generation programs are required to update design/development documentation and the course over its life cycle. The generation programs shall consist of the application software package and associated user documentation, and shall be provided in the exact version(s) used to produce the instructional media. The following instructional media programs and files shall be provided:

- a. Flow diagram generation program.
- b. Script storyboard generation program.
- c. Instructional media authoring language.
- d. Instructional media authoring system.
- e. Instructional generation, video management/manipulation programs to include:
 - (1) Media graphics.
 - (2) Animation generation.
 - (3) Video management.
 - (4) Video manipulation.
 - (5) Audio development programs.
- f. Provide an explanation of the set-up routine and installation files to include the set-up parameters.
- g. Provide an index or listing of all files, by topic, contained on CD-ROM or other storage medium.
- h. Uninstall program.

3.6.2 Courseware data files. This data shall contain all courseware content and structure data files generated and produced using the Government provided or approved authoring

language/system, and data files produced using instructional media support software. The files shall be in order and format structure compatible with the development package. Data files shall reflect debugging corrections and shall run unmodified on specified media delivery system(s) with run-time programs. The data files shall include the following data:

- a. The data files which contain:
 - (1) Lesson text displays and overlays.
 - (2) Graphics and animation displays and overlays.
 - (3) Video displays, both motion and still.
 - (4) Audio tracks.
 - (5) Still frame audio.
- b. The data files which control:
 - (1) Lesson text displays and overlays.
 - (2) Graphics and animation displays and overlays.
 - (3) Video displays, both motion and still.
 - (4) Audio tracks.
 - (5) Still frame audio.
- c. The data files which control Electronic Performance Support System (EPSS) functions.

3.6.3 Lesson logic data files. This data shall include the following:

- a. Logic data files which define:
 - (1) Trainee performance requirements.
 - (2) Trainee response requirements.
 - (3) Criteria for altering the lesson presentation based upon trainee performance and response evaluation.
- b. Logic data files which control:
 - (1) Sequence in which screens are displayed.
 - (2) Sequence or pace of lesson presentation based upon trainee performance and response evaluation.
- c. Logic data files which contain:
 - (1) Scoring and evaluation criteria for trainee responses and performance.
 - (2) Computer Managed Instruction (CMI) trainee identification performance and response records.

3.6.4 Portability commands. A list of commands and interface mechanisms used to ensure portability shall be provided.

3.6.5 Developmental source material. Development source materials are those design and

development materials which contain information necessary for future updates to the courseware and design and development documents. This data shall include the following:

- a. The uncompiled source code and object code of each support software routine.
- b. A description of each routine's purpose and function. The description shall include applicable command sets and variables.
- c. Complete instructions for using and changing each routine.
- d. Identification of the computer language used to develop support software shall include the specific release version and manufacturer of the language compiler. When more than one language is used, identification information shall be provided for each.
- e. A reference matrix of support software routines to course modules/lessons where the routine is used.
- f. A definition of each term, acronym, abbreviation, mnemonic, and symbol used within design and development documents, plans, and training program materials.
- g. The identification of all delivery devices which are capable of running the delivered courseware version(s). The list shall identify the specific device configuration and capabilities required for the courseware version. The applicable configuration list shall include a description of the delivery system functions relative to the operational system, environment, and transportability of each module and lesson.
- h. A complete listing of publications, technical data and other reference materials used and required to design, develop, and use the courseware. The references shall be listed alphanumerically and include the exact publication dates/versions/editions of the basic document and all incorporated changes. Listed references shall be cross-referenced to the applicable courses, modules, and lessons.
- i. The identification of sources where technical assistance may be obtained for design and development issues.
- j. Software licensing/fee requirements.

3.6.6 Transportability and maintainability data. This data contains information necessary for running files that have been compressed, and other unique characteristics necessary for operating, configuration management, and life cycle maintenance of courseware. This data shall include the following:

- a. A summary description of the compressed file.
- b. Type of target computer required.
- c. Target computer operating system required.
- d. Target computer video driver requirements.
- e. Video drivers installation description.
- f. Video drivers uninstall description.
- g. Type of video compression (e.g., Audio Visual Interleave (AVI), Motion Joint Photographic Experts Group (MJPEG), Motion Pictures Expert Group (MPEG)).
- h. Description of video color palette impact.
- i. Video color pallet file name.
- j. Video compression codex (e.g., Indeo, Cinpac)
- k. Video file data as follows:
 - (1) File name.
 - (2) File size.

- (3) Length of clip.
- (4) Frames per second
- (5) Interleaf ratio.
- (6) Window size.

l. Internet delivery requirements as follows:

- (1) Special browser requirements.
- (2) Browser limitations.
- (3) Video viewer requirements.
- (4) Plug-in requirements.
- (5) Source code requirements.
- (6) Audio player requirements.

m. Audio data as follows:

- (1) Bit depth.
- (2) Sampling rate.
- (3) Type (e.g., stereo, mono).

n. Animation file data as follows:

- (1) A summary description of the animation.
- (2) Caption.
- (3) Font.
- (4) Special effects.
- (5) Source animation file name.
- (6) Animation type.
- (7) Type of beginning and ending transitions.
- (8) Restrictions on use.

o. Graphics file data as follows:

- (1) A summary description of the graphic.
- (2) File name.
- (3) Type of file (e.g., Tag Image File (TIFF), Joint Photographic Experts Group (JPEG), Graphics Interface Format (GIF), Bit Map (BMP))
- (4) Archive file type (e.g., native drawing format).
- (5) Caption.
- (6) Restrictions on use.

p. Courseware flow chart.

4. Standard digital data. Standard digital data shall be delivered for the Standard Data Elements (SDEs) marked with an [X] in the "Required" box in Table 1.

TABLE 1. Standard digital data requirements

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
(2.1 <u>Standard training data products.</u> The standard data product format shall be as follows:)	
(2.1a. Still and motion audiovisual products shall conform to the product standards as set forth in the Society for Motion Picture and Television Engineers (SMPTE) standard for Television Analog Recording - ½ in. Type L - Electrical Parameters, Control Code and Tracking Control.) DOCUMENT Date (Dev) DOCUMENT DATE Type Code DOCUMENT IDENTIFIER DOCUMENT Name (SDE) GUIDANCE CATEGORY CODE GUIDANCE DOCUMENT Reason Code GUIDANCE IDENTIFIER GUIDANCE Purpose Code GUIDANCE TYPE Code (Dev) GUIDANCE-CITATION TYPE CODE ORGANIZATION GUIDANCE Organization Role Code ORGANIZATION IDENTIFIER ORGANIZATION-GUIDANCE REASON CODE	
(2.1b. For Interactive Multimedia Instruction (IMI) products, government accepted industry format standards are acceptable.) DOCUMENT IDENTIFIER DOCUMENT TYPE Code (Dev) GUIDANCE CATEGORY CODE GUIDANCE DOCUMENT Reason Code GUIDANCE IDENTIFIER GUIDANCE TYPE Code (Dev) GUIDANCE-CITATION TYPE CODE ORGANIZATION DOCUMENT Organization Role Code ORGANIZATION TYPE DOCUMENT Reason Code ORGANIZATION-TYPE IDENTIFIER	
(3. <u>Content.</u> The Instructional Media Package shall contain the following:) DOCUMENT IDENTIFIER DOCUMENT Name (SDE) DOCUMENT NAME Type Code DOCUMENT Purpose Code DOCUMENT TYPE Code (Dev)	
(3.1 <u>Front matter.</u> Content of the front matter shall be in accordance with Appendix A of MIL-PRF-29612A.) ANALYSIS ALTERNATIVE Identifier ANALYSIS Identifier (Dev) DOCUMENT ASSOCIATION Reason Code (Dev) DOCUMENT Category Code DOCUMENT Date (Dev) DOCUMENT DATE Type Code DOCUMENT IDENTIFIER DOCUMENT Name (SDE) DOCUMENT NAME Type Code DOCUMENT Purpose Code DOCUMENT Purpose Text DOCUMENT STANDARD STATEMENT Text	

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
DOCUMENT STANDARD STATEMENT Type Code DOCUMENT TYPE Code (Dev)	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
EDUCATIONAL-DISCIPLINE CODE EVALUATION EVENT Reason Code EVALUATION METHODOLOGY Identifier EVENT IDENTIFIER EVENT RESULT Identifier EVENT TYPE Code EXAMINATION IDENTIFIER GUIDANCE CATEGORY CODE GUIDANCE DOCUMENT Reason Code GUIDANCE IDENTIFIER GUIDANCE Purpose Code GUIDANCE TEXT GUIDANCE TYPE Code (Dev) INSTRUCTIONAL UNIT ASSOCIATION Reason Code (SDE) INSTRUCTIONAL UNIT DOCUMENT Reason Code INSTRUCTIONAL UNIT EDUCATIONAL DISCIPLINE Reason Code INSTRUCTIONAL UNIT TOPIC Code INSTRUCTIONAL-UNIT DESCRIPTION TEXT INSTRUCTIONAL-UNIT IDENTIFIER INSTRUCTIONAL-UNIT-ASSOCIATION REASON CODE INSTRUCTIONAL-UNIT-EXAMINATION REASON CODE INSTRUCTIONAL-UNIT-NAME TEXT MATERIEL GUIDANCE Reason Code MATERIEL ITEM TYPE CODE (SDE) MATERIEL-ITEM IDENTIFIER METHODOLOGY Identifier OCCUPATION NAME OCCUPATION-INSTRUCTIONAL-UNIT REASON CODE OCCUPATIONAL SPECIALTY CODE Identifier OCCUPATIONAL SPECIALTY CODE Type Code ORGANIZATION DOCUMENT Organization Role Code ORGANIZATION DOCUMENT Reason Code ORGANIZATION IDENTIFIER ORGANIZATION TYPE CATEGORY CODE (SDE) ORGANIZATION-DOCUMENT BEGIN DATE ORGANIZATION-DOCUMENT END DATE ORGANIZATION-GUIDANCE REASON CODE ORGANIZATION-INSTRUCTIONAL-UNIT-ROLE CODE ORGANIZATION-NAME TEXT ORGANIZATION-OCCUPATION REASON CODE POSITION Description Text POSITION IDENTIFIER POSITION-TASK-TYPE BEGIN DATE POSITION-TASK-TYPE END DATE POSITION-TASK-TYPE REASON CODE RISK GUIDANCE Identifier RISK Identifier RISK LEVEL Code RISK Type Code TASK DOCUMENT Reason Code TASK IDENTIFIER	
(3.2 Legal data. Legal data that relates to the production shall include:)	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
AUDIOVISUAL PRODUCTION ALIAS Type Code AUDIOVISUAL PRODUCTION DOCUMENT Identifier AUDIOVISUAL PRODUCTION Identifier DOCUMENT IDENTIFIER DOCUMENT Purpose Code PRODUCTION Identifier PRODUCTION Type Code	
(3.2a. Music clearances and rights.) AGREEMENT DOCUMENT Identifier AGREEMENT IDENTIFIER AGREEMENT TYPE CODE AUDIOVISUAL PRODUCTION DOCUMENT Identifier AUDIOVISUAL PRODUCTION Identifier DOCUMENT IDENTIFIER DOCUMENT TYPE Code (Dev) LEGAL AGREEMENT TYPE Code	
(3.2b. Talent releases.) AGREEMENT IDENTIFIER AGREEMENT TYPE CODE AUDIOVISUAL PRODUCTION AGREEMENT Identifier AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION PERSON Role Code LEGAL AGREEMENT TYPE Code PERSON AGREEMENT Identifier PERSON IDENTIFIER	
(3.2c. Location releases.) AGREEMENT IDENTIFIER AGREEMENT TYPE CODE AUDIOVISUAL PRODUCTION FACILITY Reason Code FACILITY-LOCATION IDENTIFIER LEGAL AGREEMENT TYPE Code LOCATION IDENTIFIER ORGANIZATION AGREEMENT Identifier ORGANIZATION IDENTIFIER ORGANIZATION LOCATION Organization Role Code ORGANIZATION-LOCATION ASSOCIATION CODE ORGANIZATION-NAME TEXT	
(3.2d. Intellectual property rights releases.) AGREEMENT DOCUMENT Identifier AGREEMENT IDENTIFIER AGREEMENT TYPE CODE DOCUMENT IDENTIFIER LEGAL AGREEMENT TYPE Code	
(3.2e. Any type of release required for production, replication, modification, distribution, or reuse.) AGREEMENT DOCUMENT Identifier AGREEMENT IDENTIFIER AGREEMENT TYPE CODE AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION DOCUMENT Identifier AUDIOVISUAL PRODUCTION Identifier DOCUMENT IDENTIFIER	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
LEGAL AGREEMENT TYPE Code	
(3.3 Audiovisual production data. This data shall include the following:) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION DOCUMENT Identifier DOCUMENT IDENTIFIER DOCUMENT TYPE Code (Dev) PRODUCTION Identifier PRODUCTION Type Code	
(3.3.1 Treatment. The treatment is the general plan or approach to the production. The treatment shall be based upon the learning objectives of the instructional media audiovisual production, and shall describe the individual types of scripts to be used for the production, including:) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION GUIDANCE Reason Code AUDIOVISUAL PRODUCTION Identifier GUIDANCE CATEGORY CODE GUIDANCE IDENTIFIER GUIDANCE TYPE Code (Dev) INSTRUCTIONAL-UNIT IDENTIFIER INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE LEARNING OBJECTIVE GUIDANCE Reason Code LEARNING-OBJECTIVE IDENTIFIER PRODUCTION Identifier PRODUCTION Type Code	
(3.3.1a. The title of the instructional media production.) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Name	
(3.3.1b. A scope of the production content or subject matter.) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION Synopsis Text AUDIOVISUAL PRODUCTION Topic Text PRODUCTION Identifier PRODUCTION Type Code	
(3.3.1c. Intended audience.) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION PERSON TYPE Reason Code AUDIOVISUAL PRODUCTION PERSON TYPE Role Code PERSON-TYPE IDENTIFIER PERSONNEL-RESOURCE TYPE CODE PRODUCTION Identifier PRODUCTION Type Code	
(3.3.1d. Requirement, if any, for closed captioning.) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION REQUIREMENT Identifier AUDIOVISUAL PRODUCTION REQUIREMENT Type Code PRODUCTION Identifier PRODUCTION Type Code REQUIREMENT Identifier REQUIREMENT Type Code	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
(3.3.1e. Proposed running time.) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Duration Time	
(3.3.1f. Types of audiovisual instructional media and how they are to be used.) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION MEDIA Identifier MEDIA Identifier MEDIA Purpose Code MEDIA TYPE Category Code MEDIA TYPE Description Text PRODUCTION Identifier PRODUCTION Type Code	
(3.3.1g. Types of audio instructional media and how they are to be used.) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION MEDIA Identifier MEDIA Identifier MEDIA Purpose Code MEDIA TYPE Category Code PRODUCTION Identifier PRODUCTION Type Code	
(3.3.1h. Identification of the instructional media as linear or interactive.) MEDIA Identifier MEDIA Interactivity Type Code MEDIA TYPE Category Code	
(3.3.1i. A general description of the types of shots desired.) IMAGE CAMERA ANGLE Type Code IMAGE CAMERA DISTANCE Type Code IMAGE Identifier IMAGE Type Code IMAGE VISUAL ANGLE Description Text IMAGE VISUAL TYPE Code	
(3.3.1j. Existing audiovisual materials to be used including titles, control numbers, reel numbers, and SMPTE time codes. Time code shall conform to the SMPTE standard for Television, Audio and Film - Time and Control Code.) AUDIOVISUAL PRODUCTION ALIAS Identifier AUDIOVISUAL PRODUCTION ALIAS Type Code AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION IMAGE Reason Code AUDIOVISUAL PRODUCTION MEDIA Identifier AUDIOVISUAL PRODUCTION MEDIA SMPTE Begin Time Code AUDIOVISUAL PRODUCTION MEDIA SMPTE End Time Code AUDIOVISUAL PRODUCTION SITUATION Identifier IMAGE Identifier IMAGE Type Code MEDIA TYPE Category Code PRODUCTION Identifier PRODUCTION Type Code	
(3.3.1k. A description of how the production will satisfy each learning objective.) AUDIOVISUAL PRODUCTION Category Code	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION LEARNING OBJECTIVE ASSOCIATION Description Text AUDIOVISUAL PRODUCTION LEARNING OBJECTIVE Identifier INSTRUCTIONAL-UNIT IDENTIFIER INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE LEARNING-OBJECTIVE IDENTIFIER PRODUCTION Identifier PRODUCTION Type Code	
(3.3.1). An initial outline of an Interactive Courseware (ICW) unit of instruction, including an initial flow chart depicting major branching design.) DOCUMENT FORMAT TYPE Code DOCUMENT IDENTIFIER INFORMATION ASSET Purpose Code INFORMATION ASSET TYPE CODE (SDE) INFORMATION-ASSET IDENTIFIER INSTRUCTIONAL UNIT INFORMATION ASSET Reason Code INSTRUCTIONAL-UNIT IDENTIFIER	
(3.3.2 Scripts. This data shall include each scene or frame showing description, talent, props, audio, narration, sound effects, camera angle, image size, and shall include the following:) AUDIOVISUAL PRODUCTION DOCUMENT Identifier AUDIOVISUAL PRODUCTION Identifier DOCUMENT IDENTIFIER DOCUMENT TIME Type Code DOCUMENT TYPE Code (Dev) PRODUCTION Identifier PRODUCTION Type Code	
(3.3.2.1 Audiovisual script. This data shall include the following data:) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION DOCUMENT Identifier AUDIOVISUAL PRODUCTION Identifier DOCUMENT IDENTIFIER DOCUMENT TYPE Code (Dev) PRODUCTION Identifier PRODUCTION Type Code	
(3.3.2.1a. Title and identification number.) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Name	
(3.3.2.1b. Scene number, cross-referenced to script and storyboard.) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION SITUATION Identifier PRODUCTION Identifier PRODUCTION Type Code SITUATION TYPE CODE (SDE)	
(3.3.2.1c. Scene description (including, when required, location, sets, talent, wardrobe, properties, stage directions, special effects, graphics and animation or art, and camera directions). Indicate whether the scene has sound or is silent.) AUDIOVISUAL PRODUCTION SITUATION Audio Requirement Code GUIDANCE IDENTIFIER GUIDANCE SUBJECT TEXT GUIDANCE SYNOPSIS TEXT GUIDANCE TYPE Code (Dev)	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
IMAGE SITUATION Reason Code IMAGE VISUAL TYPE Code LOCATION TYPE Description Text LOCATION TYPE Identifier MATERIEL Description Text MATERIEL IDENTIFIER PERSON TYPE SITUATION Person Type Role Code PERSON TYPE SITUATION Reason Code PERSON-ATTIRE-STYLE CODE PERSON-TYPE IDENTIFIER PERSONNEL-RESOURCE TYPE CODE SITUATION LOCATION Reason Code SITUATION MATERIEL Reason Code SITUATION TYPE CODE (SDE) SITUATION-GUIDANCE REASON CODE	
(3.3.2.1d. Description of scenes to be shot shall identify the visual displayed still, motion, and sequence. This description shall identify the primary and secondary subjects in separate and split screen video. Character generations to be mixed with the video and simulation sequence number for each shot in the order that the video will be presented shall also be identified.) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION SITUATION Identifier AUDIOVISUAL PRODUCTION Video Screen Type DOCUMENT IDENTIFIER DOCUMENT SITUATION Reason Code DOCUMENT TYPE Code (Dev) PHOTOGRAPHIC IMAGE Motion Code PHOTOGRAPHIC IMAGE Topic Description Text PHOTOGRAPHIC IMAGE Topic Precedence Code PRODUCTION Identifier PRODUCTION Type Code SITUATION IDENTIFIER SITUATION TYPE CODE (SDE) SITUATION-ASSOCIATION REASON CODE	
(3.3.2.1e. A description of special effects (e.g., animation, overlays, inserts, highlight, digitized video, computer generated video graphics, and animation).) AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION IMAGE Reason Code AUDIOVISUAL PRODUCTION IMAGE Special Effect Type Code IMAGE Visual Effect Code IMAGE VISUAL TYPE Code PRODUCTION Identifier PRODUCTION Type Code	
(3.3.2.1f. A description of words or text displayed in a visual.) IMAGE Description Text IMAGE SITUATION Reason Code IMAGE Type Code SITUATION IDENTIFIER	
(3.3.2.1g. A description of character generator text and description.) AUDIOVISUAL PRODUCTION DOCUMENT Identifier AUDIOVISUAL PRODUCTION Identifier	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
DOCUMENT Description Text (Dev) DOCUMENT IDENTIFIER DOCUMENT TYPE Code (Dev)	
(3.3.2.1h. A description of any simulation attributes used in the video.) AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION SITUATION Identifier AUDIOVISUAL PRODUCTION Video Role Code IMAGE Type Code IMAGE VISUAL TYPE Code PRODUCTION Identifier PRODUCTION Type Code SITUATION IDENTIFIER SITUATION TYPE CODE (SDE)	
(3.3.2.1i. A description of camera directions to include:) AUDIOVISUAL PRODUCTION IMAGE Reason Code GUIDANCE IDENTIFIER GUIDANCE TYPE Code (Dev) IMAGE CAMERA DISTANCE Type Code IMAGE CAMERA MOVEMENT Type Code IMAGE CAMERA SHOT Type Code IMAGE CAMERA TOPIC Code IMAGE Type Code PRODUCTION Identifier PRODUCTION Type Code SITUATION IDENTIFIER SITUATION TYPE CODE SITUATION TYPE CODE (SDE) SITUATION-GUIDANCE REASON CODE	
(3.3.2.1i(1) Type of shot.) IMAGE CAMERA ANGLE Type Code IMAGE CAMERA DISTANCE Type Code IMAGE Type Code	
(3.3.2.1i(2) Camera movement.) IMAGE CAMERA MOVEMENT Type Code IMAGE Identifier IMAGE SITUATION Reason Code IMAGE Type Code SITUATION IDENTIFIER	
(3.3.2.1i(3) Visual angle.) IMAGE Identifier IMAGE SITUATION Reason Code IMAGE Type Code SITUATION IDENTIFIER	
(3.3.2.1i(4) Special equipment required (e.g., dollies, sound booms, special lenses, smoke generators).) MATERIEL Description Text MATERIEL IDENTIFIER SITUATION IDENTIFIER SITUATION MATERIEL Reason Code SITUATION TYPE CODE (SDE) SITUATION-ASSOCIATION REASON CODE	
(3.3.2.1j. A description of the type of scene transition.)	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
AUDIOVISUAL PRODUCTION Transition Type Code SITUATION ASSOCIATION Scene Motion Transition Type Code SITUATION TYPE CODE (SDE) SITUATION-ASSOCIATION REASON CODE	
(3.3.2.1k. A description of the audio portion of the audiovisual script shall include the following data: AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION DOCUMENT Identifier AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION Type Code DOCUMENT TYPE Code (Dev) PRODUCTION Identifier PRODUCTION Type Code	
(3.3.2.1k(1) Details and suggested relationships to enhance the visual message.) AUDIO Identifier AUDIO Sound Effect Code AUDIO TYPE Code AUDIO TYPE Identifier AUDIOVISUAL PRODUCTION Audio Role Code AUDIOVISUAL PRODUCTION GUIDANCE Reason Code AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION Transition Type Code AUDIOVISUAL PRODUCTION Video Role Code GUIDANCE IDENTIFIER GUIDANCE SUBJECT TEXT GUIDANCE SYNOPSIS TEXT IMAGE Type Code	
(3.3.2.1k(2) Identification of silence breaks on edits.) AUDIO CHARACTERISTIC Type Code AUDIO TYPE Identifier AUDIOVISUAL PRODUCTION Audio Role Code AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Identifier	
(3.3.2.1k(3) A description of on or off camera, narration, music, and sound effects.) AUDIO TYPE Code AUDIO TYPE Identifier AUDIOVISUAL PRODUCTION Audio Role Code AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION Video Role Code IMAGE Type Code	
(3.3.2.1l. A description of existing audiovisual materials to be used including titles, control numbers, reel numbers, and SMPTE time codes. Time codes shall conform to the SMPTE standard for Television, Audio and Film - Time and Control Code. Include special requirements and conditions that must exist for the correct shot presentation (e.g., equipment switch configurations, specific operational conditions). AUDIOVISUAL PRODUCTION ALIAS Identifier AUDIOVISUAL PRODUCTION ALIAS Type Code AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION MEDIA SMPTE Begin Time Code AUDIOVISUAL PRODUCTION MEDIA SMPTE End Time Code AUDIOVISUAL PRODUCTION Name	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
AUDIOVISUAL PRODUCTION SITUATION Identifier AUDIOVISUAL PRODUCTION Synopsis Text AUDIOVISUAL PRODUCTION Type Code DOCUMENT IDENTIFIER PHOTOGRAPHIC IMAGE Presentation Parameter Code SITUATION IDENTIFIER SITUATION TYPE CODE (SDE)	
(3.3.2.1m. Additional comments and directions.) AUDIOVISUAL PRODUCTION ASSOCIATION Identifier AUDIOVISUAL PRODUCTION GUIDANCE Reason Code AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION Type Code GUIDANCE CATEGORY CODE GUIDANCE IDENTIFIER GUIDANCE TYPE Code (Dev) PRODUCTION Identifier PRODUCTION Type Code	
(3.3.2.2 Audio only scripts. This data shall include:) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION DOCUMENT Identifier AUDIOVISUAL PRODUCTION Type Code DOCUMENT IDENTIFIER DOCUMENT TYPE Code (Dev)	
(3.3.2.2a. The directions necessary for production of the audio only instructional material.) AUDIOVISUAL PRODUCTION ASSOCIATION Identifier AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION Transition Type Code AUDIOVISUAL PRODUCTION Type Code GUIDANCE CATEGORY CODE GUIDANCE IDENTIFIER GUIDANCE TYPE Code (Dev)	
(3.3.2.2b. A description of the contents of the program (e.g., which may include words of narration, character treatment, music, sound effects, pauses or stops).) AUDIO TYPE Code AUDIO TYPE Identifier AUDIO TYPE Text AUDIOVISUAL PRODUCTION Audio Role Code AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Description Text AUDIOVISUAL PRODUCTION DOCUMENT Identifier DOCUMENT IDENTIFIER DOCUMENT TYPE Code (Dev) GUIDANCE DOCUMENT Reason Code GUIDANCE IDENTIFIER	
(3.3.2.2c. The audio script title, classification, listening requirements, preparing and procuring activity, and date produced.) AUDIOVISUAL PRODUCTION DOCUMENT Identifier AUDIOVISUAL PRODUCTION MATERIEL Reason Code DISTRIBUTION RESTRICTION Code DOCUMENT Date (Dev)	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
DOCUMENT DATE Type Code DOCUMENT DISTRIBUTION RESTRICTION Identifier DOCUMENT IDENTIFIER DOCUMENT Name (SDE) DOCUMENT TYPE Code (Dev) MATERIEL Description Text MATERIEL IDENTIFIER ORGANIZATION DOCUMENT Organization Role Code ORGANIZATION DOCUMENT Reason Code ORGANIZATION IDENTIFIER ORGANIZATION-DOCUMENT BEGIN DATE ORGANIZATION-DOCUMENT END DATE ORGANIZATION-NAME TEXT PRODUCTION Identifier PRODUCTION Type Code	
(3.3.3 Storyboards. This data shall be provided to represent each scene within the script. (Storyboards are rough sketches of the way each scene or shot should appear in the final production, and provide guidance for positioning talent, properties, and camera.) The storyboard shall include the following data:) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION SITUATION Identifier DOCUMENT ASSOCIATION Reason Code (Dev) DOCUMENT DIAGRAM TYPE Code DOCUMENT IDENTIFIER DOCUMENT SITUATION Reason Code DOCUMENT TYPE Code (Dev) PLAN TYPE CODE (SDE) PLAN-ASSOCIATION IDENTIFIER PLAN-ASSOCIATION REASON CODE PRODUCTION Identifier PRODUCTION Type Code SITUATION TYPE CODE (SDE)	
(3.3.3a. Visual representation (e.g., artwork, photography, line drawing, camera angle, stage direction, special effects, editing transitions, graphics and animation, text, lighting).) AUDIOVISUAL PRODUCTION Transition Type Code DOCUMENT DIAGRAM TYPE Code DOCUMENT IDENTIFIER DOCUMENT SITUATION Reason Code DOCUMENT TYPE Code (Dev) GUIDANCE CATEGORY CODE GUIDANCE DOCUMENT Reason Code GUIDANCE Purpose Code GUIDANCE TYPE Code (Dev) IMAGE Identifier IMAGE SITUATION Reason Code IMAGE Type Code IMAGE VISUAL ANGLE Description Text IMAGE VISUAL TYPE Code SITUATION ASSOCIATION Scene Motion Transition Type Code SITUATION IDENTIFIER SITUATION TYPE CODE (SDE)	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
SITUATION-ASSOCIATION REASON CODE	
(3.3.3b. Audio requirements (e.g., narration, dialogue, sound effects, music, ambient sound, talent direction).) AUDIO TYPE Code AUDIO TYPE Identifier AUDIOVISUAL PRODUCTION Audio Type Code AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION GUIDANCE Reason Code AUDIOVISUAL PRODUCTION Identifier GUIDANCE CATEGORY CODE GUIDANCE IDENTIFIER GUIDANCE TYPE Code (Dev) GUIDANCE-CITATION TYPE CODE PRODUCTION Identifier PRODUCTION Type Code	
(3.3.3c. Scene numbers which are consistent with the script. Each storyboard shall be cross-referenced to the specific action point in the applicable flow diagrams it supports.) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION DOCUMENT Identifier AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION SITUATION Identifier DOCUMENT ASSOCIATION Reason Code (Dev) DOCUMENT DIAGRAM TYPE Code DOCUMENT IDENTIFIER DOCUMENT TYPE Code (Dev) PLAN TYPE CODE (SDE) PLAN-ASSOCIATION IDENTIFIER PLAN-ASSOCIATION REASON CODE PRODUCTION Identifier PRODUCTION Type Code SITUATION TYPE CODE (SDE)	
(3.3.3d. Support material relationship which identifies and cross-references any shared or related course material and courses.) DOCUMENT ASSOCIATION Reason Code (Dev) DOCUMENT IDENTIFIER INSTRUCTIONAL UNIT DOCUMENT Reason Code INSTRUCTIONAL-UNIT IDENTIFIER INSTRUCTIONAL-UNIT-ASSOCIATION REASON CODE PLAN TYPE CODE (SDE) PLAN-ASSOCIATION IDENTIFIER PLAN-ASSOCIATION REASON CODE	
(3.3.3e. Additional storyboard data required for IMI products as follows:) DOCUMENT ASSOCIATION Reason Code (Dev) DOCUMENT DIAGRAM TYPE Code DOCUMENT IDENTIFIER DOCUMENT TYPE Code (Dev) PLAN TYPE CODE (SDE) PLAN-ASSOCIATION IDENTIFIER PLAN-ASSOCIATION REASON CODE	
(3.3.3e(1) Detailed computer programming instructions for interaction, branching and courseware performance.) DOCUMENT Content Type Code	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
DOCUMENT IDENTIFIER GUIDANCE DOCUMENT Reason Code GUIDANCE IDENTIFIER GUIDANCE Purpose Code INSTRUCTIONAL UNIT DOCUMENT Reason Code INSTRUCTIONAL-UNIT IDENTIFIER INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE LEARNING OBJECTIVE PERFORMANCE STANDARD Reason Code LEARNING-OBJECTIVE IDENTIFIER PERFORMANCE STANDARD Identifier PERFORMANCE STANDARD TYPE Code	
(3.3.3e(2) Description of shot shall identify the visual displayed still, motion, and sequence. The description shall identify the primary and additional subjects in separate and split screen video. Character generations to be mixed with the video shall also be identified. Provide simulation sequence number for each shot in the order that the video will be presented.) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION SITUATION Identifier AUDIOVISUAL PRODUCTION Video Screen Type DOCUMENT IDENTIFIER DOCUMENT SITUATION Reason Code DOCUMENT TYPE Code (Dev) PHOTOGRAPHIC IMAGE Motion Code PHOTOGRAPHIC IMAGE Topic Description Text PHOTOGRAPHIC IMAGE Topic Precedence Code PRODUCTION Identifier PRODUCTION Type Code SITUATION IDENTIFIER SITUATION TYPE CODE (SDE) SITUATION-ASSOCIATION REASON CODE	
(3.3.3e(3) Special effects (e.g., animation, overlays, inserts, highlight, digitized video, computer generated video graphics, and animation).) AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION IMAGE Reason Code AUDIOVISUAL PRODUCTION IMAGE Special Effect Type Code IMAGE Visual Effect Code IMAGE VISUAL TYPE Code PRODUCTION Identifier PRODUCTION Type Code	
(3.3.3e(4) Editing transition and type (e.g., wipe, dissolve, fade to/from black).) AUDIOVISUAL PRODUCTION Transition Type Code SITUATION ASSOCIATION Scene Motion Transition Type Code	
(3.3.3e(5) Words or text displayed in a visual.) DOCUMENT TEXT Description Text DOCUMENT TYPE Code (Dev)	
(3.3.3e(6) Character generator text and description.) DOCUMENT TEXT Description Text DOCUMENT TYPE Code (Dev)	
(3.3.3e(7) SMPTE time code shall identify the actual location of the shot on the premaster video using SMPTE time code. (This data may be added to the storyboard during or after the video production requirement.)) DOCUMENT IDENTIFIER	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
DOCUMENT MEDIA Code DOCUMENT SITUATION Reason Code SITUATION DOCUMENT Begin SMPTE Time Code SITUATION DOCUMENT End SMPTE Time Code SITUATION IDENTIFIER	
(3.3.3e(8) Linear play, start and stop frame in SMPTE time code.) DOCUMENT IDENTIFIER PHOTOGRAPHIC IMAGE Motion Code SITUATION DOCUMENT Begin SMPTE Time Code SITUATION DOCUMENT End SMPTE Time Code SITUATION IDENTIFIER SITUATION TYPE CODE (SDE) SITUATION-ASSOCIATION REASON CODE	
(3.3.3e(9) Resource video used.) DOCUMENT IDENTIFIER DOCUMENT MEDIA Code DOCUMENT Purpose Code	
(3.3.3e(10) Description of resource video used shall describe special requirements and conditions that must exist for the correct shot presentation (e.g., equipment switch configurations, specific operational conditions).) DOCUMENT Description Text (Dev) DOCUMENT IDENTIFIER DOCUMENT SITUATION Reason Code SITUATION TYPE CODE SITUATION TYPE CODE (SDE)	1 2 3 4 5 6
(3.3.3e(11) A description of any simulation attributes used in the video.) DOCUMENT IDENTIFIER DOCUMENT MEDIA Code DOCUMENT SITUATION Reason Code SITUATION ASSOCIATION Reason Code SITUATION IDENTIFIER SITUATION-ASSOCIATION REASON CODE	7 8
(3.3.3e(12) Test item data shall include the following:) EXAMINATION DOCUMENT Identifier EXAMINATION IDENTIFIER EXAMINATION INQUIRY ITEM Identifier	
(3.3.3e(12)(a) Test item stem text) INQUIRY ITEM Identifier (Can) INQUIRY ITEM Text	
(3.3.3e(12)(b) Test item distractors.) INQUIRY ITEM Identifier (Can) INQUIRY ITEM PREDEFINED ANSWER Identifier INQUIRY ITEM Text	
(3.3.3e(12)(c) A description of student feedback.) EVALUATION DESCRIPTION TEXT EVALUATION IDENTIFIER EXAMINATION EVALUATION Reason Code (Can)	
(3.3.3e(12)(d) A description of student remediation.) INQUIRY ITEM OUTCOME Result Recommendation Code INQUIRY ITEM OUTCOME Type Code METHODOLOGY Identifier METHODOLOGY Purpose Code	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
REMEDATION METHODOLOGY Identifier REMEDATION METHODOLOGY Type Code REMEDATION Response Type Identifier	
(3.3.3e(12)(e) A description of Computer Managed Instruction (CMI) capability.) MATERIEL ASSOCIATION Description Text MATERIEL STATUS Code MATERIEL-ASSOCIATION IDENTIFIER	
(3.3.3e(13) Additional comments and directions.) GUIDANCE IDENTIFIER GUIDANCE SUBJECT TEXT GUIDANCE SYNOPSIS TEXT MATERIEL ITEM GUIDANCE Identifier	
(3.3.4 Audio scene data. This data shall identify and describe the audio requirements for each scene as follows:) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION SITUATION Identifier PRODUCTION Identifier PRODUCTION Type Code SITUATION TYPE CODE (SDE)	
(3.3.4a. Audio track and channels (default for monaural productions is audio channel 1 (left channel)).) AUDIOVISUAL PRODUCTION AUDIO CHANNEL Description Text AUDIOVISUAL PRODUCTION AUDIO CHANNEL Identifier AUDIOVISUAL PRODUCTION AUDIO CHANNEL TRACK Identifier AUDIOVISUAL PRODUCTION AUDIO TRACK Identifier AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Identifier	
(3.3.4b. Second language used and dedicated audio track.) AUDIOVISUAL PRODUCTION AUDIO TRACK Identifier AUDIOVISUAL PRODUCTION AUDIO TRACK Language Code AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION LANGUAGE Priority Code AUDIOVISUAL PRODUCTION LANGUAGE Reason Code LANGUAGE CODE PRODUCTION Identifier PRODUCTION Type Code	
(3.3.4c. Compressed or still frame audio used.) AUDIO TYPE Code AUDIO TYPE Identifier AUDIOVISUAL PRODUCTION AUDIO TRACK Identifier AUDIOVISUAL PRODUCTION Audio Type Code AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION DOCUMENT Identifier AUDIOVISUAL PRODUCTION Identifier DOCUMENT FORMAT TYPE Code DOCUMENT IDENTIFIER PRODUCTION Identifier PRODUCTION Type Code	
(3.3.4d. Music cuts.) AUDIO TYPE Code	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
AUDIO TYPE Identifier AUDIOVISUAL PRODUCTION Audio Role Code AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION DOCUMENT Identifier AUDIOVISUAL PRODUCTION Identifier DOCUMENT FORMAT TYPE Code DOCUMENT IDENTIFIER PRODUCTION Identifier PRODUCTION Type Code	
(3.3.4e. Ambient sound.) AUDIO TYPE Code AUDIO TYPE Identifier AUDIOVISUAL PRODUCTION Audio Role Code AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Identifier PRODUCTION Identifier PRODUCTION Type Code	
(3.3.4f. Signature characteristics and sound effects used.) AUDIO TYPE ACOUSTIC FREQUENCY Identifier AUDIO TYPE ACOUSTIC FREQUENCY Sampling Quantity AUDIO TYPE Code AUDIO TYPE Identifier AUDIOVISUAL PRODUCTION Audio Role Code AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Identifier PRODUCTION Identifier PRODUCTION Type Code	
(3.3.4g. Narrative dialogue.) AUDIO TYPE Code AUDIO TYPE Dialogue Code AUDIO TYPE Identifier AUDIOVISUAL PRODUCTION Audio Role Code AUDIOVISUAL PRODUCTION Audio Type Code AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION DOCUMENT Identifier AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION Type Code DOCUMENT IDENTIFIER DOCUMENT TEXT Description Text DOCUMENT TYPE Code (Dev) PRODUCTION Identifier PRODUCTION Type Code	
(3.3.4h. Sampling rates.) AUDIO TYPE ACOUSTIC FREQUENCY Rate AUDIO TYPE ACOUSTIC FREQUENCY Sampling Rate AUDIO TYPE Identifier AUDIOVISUAL PRODUCTION Audio Type Code AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION MEDIA Identifier MEDIA TYPE Category Code PRODUCTION Identifier	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
PRODUCTION Type Code (3.3.5 Audiovisual production plan. This data shall provide information for the coordination required for video production as follows:) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION DOCUMENT Identifier AUDIOVISUAL PRODUCTION Identifier DOCUMENT IDENTIFIER DOCUMENT TYPE Code (Dev) PRODUCTION Identifier PRODUCTION Type Code	
(3.3.5a. Equipment resources needed, including Government-Furnished Property (GFP), Government-Furnished Information (GFI), and Government-Furnished Equipment (GFE).) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION MATERIEL Reason Code MATERIEL IDENTIFIER MATERIEL ORGANIZATION TYPE CODE (SDE) MATERIEL-ORGANIZATION TYPE CODE ORGANIZATION TYPE CATEGORY CODE (SDE) ORGANIZATION-TYPE IDENTIFIER PRODUCTION Identifier PRODUCTION Type Code	
(3.3.5b. Video shot list.) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION DOCUMENT Identifier AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION SITUATION Identifier DOCUMENT IDENTIFIER DOCUMENT MEDIA Code DOCUMENT TYPE Code (Dev) IMAGE ASSOCIATION Reason Code IMAGE SITUATION Reason Code IMAGE Type Code PRODUCTION Identifier PRODUCTION Type Code SITUATION TYPE CODE (SDE)	
(3.3.5b(1) Shot sequence order of motion and still frame shots.) IMAGE ASSOCIATION Reason Code IMAGE Film Motion Type Code IMAGE SITUATION Reason Code IMAGE Type Code IMAGE VISUAL ANGLE Description Text SITUATION IDENTIFIER SITUATION-ASSOCIATION REASON CODE	
(3.3.5b(2) Schedule listing availability of times to shoot.) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION FACILITY Begin Time AUDIOVISUAL PRODUCTION FACILITY End Time AUDIOVISUAL PRODUCTION FACILITY Reason Code FACILITY IDENTIFIER PRODUCTION Identifier PRODUCTION Type Code	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
(3.3.5c. A milestone chart of important production dates.) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION EVENT Identifier AUDIOVISUAL PRODUCTION GUIDANCE Reason Code AUDIOVISUAL PRODUCTION Identifier EVENT IDENTIFIER EVENT TYPE Code GUIDANCE IDENTIFIER GUIDANCE Purpose Code GUIDANCE TYPE Code (Dev) PRODUCTION Identifier PRODUCTION Type Code	
(3.3.6 Prototype audiovisual. This data shall be assembled from audiovisual footage in accordance with the treatment and related scripts. (This prototype will demonstrate how the treatment and related scripts are used to produce the required audiovisual materials.)) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION DOCUMENT Identifier DOCUMENT ASSOCIATION Reason Code (Dev) DOCUMENT TEXT Description Text DOCUMENT TYPE Code (Dev) DOCUMENT TYPE Identifier (Dev)	
(3.3.7 Edit Decision List (EDL). The EDL shall provide information on assembly of the first cut or master audiovisual by the audiovisual editor after completion of audiovisual edits. The EDL shall contain the following:) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION DOCUMENT Identifier AUDIOVISUAL PRODUCTION Identifier DOCUMENT IDENTIFIER DOCUMENT TYPE Code (Dev) PRODUCTION Identifier PRODUCTION Type Code	
(3.3.7a. Approved script number.) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION DOCUMENT Identifier AUDIOVISUAL PRODUCTION Identifier DOCUMENT IDENTIFIER DOCUMENT TYPE Code (Dev) PRODUCTION Identifier PRODUCTION Type Code	
(3.3.7b. Edit sequence number that identifies the order in which the edits were performed, determined by edit sequence on the premaster or master video.) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION DOCUMENT Identifier AUDIOVISUAL PRODUCTION Identifier DOCUMENT IDENTIFIER DOCUMENT MEDIA Code DOCUMENT TYPE Code (Dev) EVENT ASSOCIATION Reason Code EVENT DOCUMENT Identifier EVENT IDENTIFIER EVENT TYPE Code PRODUCTION Identifier	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
PRODUCTION Type Code	
(3.3.7c. Video resource reel number.) DOCUMENT ALIAS Identifier DOCUMENT ALIAS TYPE Code DOCUMENT Day of Week Code DOCUMENT IDENTIFIER DOCUMENT MEDIA Code	
(3.3.7d. Resource video SMPTE time codes for start and end of each scene.) DOCUMENT IDENTIFIER DOCUMENT MEDIA Code DOCUMENT SITUATION Reason Code SITUATION DOCUMENT Begin SMPTE Time Code SITUATION DOCUMENT End SMPTE Time Code SITUATION TYPE CODE (SDE)	
(3.3.7e. Each video edit description shall include digital data frame edits, and beginning and ending SMPTE time codes. Time code shall conform to the SMPTE standard for Television, Audio and Film - Time and Control Code.) DOCUMENT IDENTIFIER DOCUMENT MEDIA Code EVENT DESCRIPTION TEXT EVENT DOCUMENT Identifier EVENT IDENTIFIER EVENT TYPE Code SITUATION DOCUMENT Begin SMPTE Time Code SITUATION DOCUMENT End SMPTE Time Code	
(3.3.7f. Audio instructions on the video EDL shall be broken down by track, and shall include location by track number, start and stop time, and scene.) AUDIO TRACK Identifier AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION DOCUMENT Identifier AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION MEDIA SMPTE Begin Time Code AUDIOVISUAL PRODUCTION MEDIA SMPTE End Time Code AUDIOVISUAL PRODUCTION SITUATION Identifier AUDIOVISUAL PRODUCTION Type Code DOCUMENT TYPE Code (Dev) PRODUCTION Identifier PRODUCTION Type Code SITUATION IDENTIFIER SITUATION TYPE CODE (SDE)	
(3.3.8 Original videotape material. Shall include all original footage recorded.) AUDIOVISUAL PRODUCTION ASSOCIATION Identifier AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION IMAGE Reason Code AUDIOVISUAL PRODUCTION SITUATION Identifier AUDIOVISUAL PRODUCTION Type Code IMAGE Type Code PRODUCTION Identifier PRODUCTION Type Code SITUATION IDENTIFIER SITUATION TYPE CODE (SDE)	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
<p>(3.3.9 <u>Adjunctive material</u>. Adjunctive material shall provide data that enhances and provides additional support to training that cannot be provided by the primary media.)</p> <p>AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION DOCUMENT Identifier AUDIOVISUAL PRODUCTION Identifier DOCUMENT Date (Dev) DOCUMENT DATE Type Code DOCUMENT IDENTIFIER DOCUMENT Name (SDE) ORGANIZATION DOCUMENT Organization Role Code ORGANIZATION DOCUMENT Reason Code ORGANIZATION IDENTIFIER ORGANIZATION-DOCUMENT BEGIN DATE ORGANIZATION-DOCUMENT END DATE PRODUCTION Identifier PRODUCTION Type Code</p>	
<p>(3.3.10 <u>Program media</u>. Program media shall consist of all materials (e.g., software, firmware) necessary to execute the training system.)</p> <p>AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION Identifier AUDIOVISUAL PRODUCTION MEDIA Identifier INFORMATION ASSET TYPE CODE (SDE) INFORMATION-ASSET IDENTIFIER INSTRUCTIONAL UNIT INFORMATION ASSET Reason Code INSTRUCTIONAL UNIT MEDIA Identifier INSTRUCTIONAL-UNIT IDENTIFIER PRODUCTION Identifier PRODUCTION Type Code</p>	
<p>(3.4 <u>Interactive Courseware directions</u>. This data shall include the required information and directions for the director, programmer, and instructional designer which will be presented by the content media. (Not required for audiovisual productions.))</p> <p>DOCUMENT IDENTIFIER DOCUMENT MEDIA Identifier DOCUMENT TYPE Code (Dev) GUIDANCE CATEGORY CODE GUIDANCE DOCUMENT Reason Code GUIDANCE IDENTIFIER GUIDANCE TYPE Code (Dev) MEDIA Purpose Code MEDIA TYPE Category Code PERSON TYPE DOCUMENT Identifier PERSON TYPE DOCUMENT Person Type Role Code PERSON TYPE GUIDANCE Reason Code PERSON-TYPE IDENTIFIER</p>	
<p>(3.5 <u>Programming requirements for graphics and animation</u>. This data shall identify and describe the programming requirements for graphics and animation, and shall include:)</p> <p>DOCUMENT ASSOCIATION Reason Code (Dev) DOCUMENT IDENTIFIER DOCUMENT MEDIA Code DOCUMENT Purpose Code PLAN TYPE CODE (SDE) PLAN-ASSOCIATION IDENTIFIER</p>	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
PLAN-ASSOCIATION REASON CODE	
(3.5a. Type of input/output device (e.g., joystick, light pen, mouse, touch panel, graphics and animation tablet, keyboard, optical digitizer, trackball, bar code reader, printer).) COMPUTER DEVICE TYPE Code DOCUMENT IDENTIFIER DOCUMENT MEDIA Code DOCUMENT TYPE Code (Dev) INSTRUCTIONAL UNIT DOCUMENT Reason Code INSTRUCTIONAL-UNIT IDENTIFIER MATERIEL IDENTIFIER MATERIEL ITEM MEDIA Reason Code MATERIEL-ASSOCIATION IDENTIFIER MATERIEL-ASSOCIATION TYPE CODE MEDIA Identifier MEDIA Purpose Code	
(3.5b. Frame number.) DOCUMENT ALIAS Identifier DOCUMENT ALIAS TYPE Code DOCUMENT DIAGRAM TYPE Code DOCUMENT IDENTIFIER DOCUMENT TYPE Code (Dev)	
(3.5c. Frame type with required logic.) DOCUMENT ASSOCIATION Reason Code (Dev) DOCUMENT DIAGRAM TYPE Code DOCUMENT IDENTIFIER DOCUMENT TYPE Code (Dev) DOCUMENT TYPE Description Text DOCUMENT TYPE Identifier (Dev) INFORMATION ASSET TYPE CODE (SDE)	
(3.5c(1) Alphanumerics in visuals.) DOCUMENT ASSOCIATION Reason Code (Dev) DOCUMENT DIAGRAM TYPE Code DOCUMENT FORMAT ELEMENT Code DOCUMENT FORMAT ELEMENT Identifier DOCUMENT FORMAT TYPE Code DOCUMENT FORMAT TYPE FORMAT ELEMENT Reason Code DOCUMENT FORMAT TYPE Identifier DOCUMENT IDENTIFIER DOCUMENT TEXT Description Text DOCUMENT TYPE Code (Dev) DOCUMENT TYPE Identifier (Dev)	
(3.5c(2) Graphics used.) DOCUMENT ASSOCIATION Reason Code (Dev) DOCUMENT DIAGRAM TYPE Code DOCUMENT IDENTIFIER DOCUMENT MEDIA Code DOCUMENT TYPE Code (Dev) PLAN TYPE CODE (SDE) PLAN-ASSOCIATION IDENTIFIER PLAN-ASSOCIATION REASON CODE	
(3.5c(3) Animation used.) DOCUMENT ASSOCIATION Reason Code (Dev)	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
DOCUMENT IDENTIFIER DOCUMENT TYPE Code (Dev) PLAN TYPE CODE (SDE) PLAN-ASSOCIATION IDENTIFIER PLAN-ASSOCIATION REASON CODE	
(3.5c(4) Background colors to include color register number, and the font, size and color of text.) DOCUMENT FORMAT ELEMENT Code DOCUMENT FORMAT TYPE Code DOCUMENT FORMAT TYPE FORMAT ELEMENT Reason Code DOCUMENT FORMAT TYPE Identifier DOCUMENT IDENTIFIER INSTRUCTIONAL UNIT DOCUMENT Reason Code INSTRUCTIONAL-UNIT IDENTIFIER	
(3.5d. Visual angle of information presented.) IMAGE CAMERA ANGLE Type Code IMAGE CAMERA DISTANCE Type Code IMAGE Identifier IMAGE Type Code IMAGE VISUAL ANGLE Description Text IMAGE VISUAL TYPE Code	
(3.5e. Composite of visual display.) DOCUMENT ALIAS Identifier DOCUMENT ALIAS TYPE Code DOCUMENT Description Text (Dev) DOCUMENT DIAGRAM TYPE Code DOCUMENT IDENTIFIER DOCUMENT TYPE Code (Dev)	
(3.5f. Program flow.) DOCUMENT ASSOCIATION Reason Code (Dev) DOCUMENT TYPE Code (Dev) INSTRUCTIONAL UNIT DOCUMENT Reason Code INSTRUCTIONAL-UNIT IDENTIFIER PLAN TYPE CODE (SDE) PLAN-ASSOCIATION IDENTIFIER PLAN-ASSOCIATION REASON CODE	
(3.5g. Display flow/sequence.) DOCUMENT ASSOCIATION Reason Code (Dev) DOCUMENT DIAGRAM TYPE Code DOCUMENT IDENTIFIER DOCUMENT TYPE Code (Dev) INSTRUCTIONAL UNIT DOCUMENT Reason Code INSTRUCTIONAL-UNIT IDENTIFIER PLAN TYPE CODE (SDE) PLAN-ASSOCIATION IDENTIFIER PLAN-ASSOCIATION REASON CODE	
(3.5h. Additional comments and directions.) DOCUMENT IDENTIFIER GUIDANCE CATEGORY CODE GUIDANCE DOCUMENT Reason Code GUIDANCE IDENTIFIER GUIDANCE TYPE Code (Dev)	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
INSTRUCTIONAL UNIT DOCUMENT Reason Code INSTRUCTIONAL-UNIT IDENTIFIER	
(3.6 Instructional media data files. The instructional media data files contain the design, development and programming data, and adjunctive materials required to maintain instructional media and provide life cycle support for the training system. This data shall contain the following:) DOCUMENT FORMAT TYPE Code DOCUMENT IDENTIFIER DOCUMENT MEDIA Identifier DOCUMENT TYPE Code (Dev) MEDIA Identifier MEDIA Purpose Code MEDIA TYPE Category Code	
(3.6.1 Instructional media generation programs and files. This data shall consist of the application software programs used to design, develop, run and maintain the electronic programs. The generation programs are required to update design/development documentation and the course over its life cycle. The generation programs shall consist of the application software package and associated user documentation, and shall be provided in the exact version(s) used to produce the instructional media. The following instructional media programs and files shall be provided:) DOCUMENT IDENTIFIER DOCUMENT Purpose Code INFORMATION ASSET DOCUMENT Reason Code INFORMATION ASSET MEDIA Reason Code INFORMATION ASSET Purpose Code INFORMATION ASSET TYPE CODE (SDE) INFORMATION-ASSET IDENTIFIER INFORMATION-ASSET VERSION IDENTIFIER MEDIA Identifier MEDIA Purpose Code MEDIA TYPE Category Code	
(3.6.1a. Flow diagram generation program.) INFORMATION ASSET Purpose Code INFORMATION ASSET TYPE CODE (SDE) INFORMATION-ASSET IDENTIFIER INFORMATION-ASSET NAME INFORMATION-ASSET VERSION IDENTIFIER	
(3.6.1b. Script storyboard generation program.) INFORMATION ASSET Purpose Code INFORMATION ASSET TYPE CODE (SDE) INFORMATION-ASSET IDENTIFIER INFORMATION-ASSET NAME INFORMATION-ASSET VERSION IDENTIFIER	
(3.6.1c. Instructional media authoring language.) INFORMATION ASSET MEDIA Reason Code INFORMATION ASSET TYPE CODE (SDE) INFORMATION-ASSET IDENTIFIER INFORMATION-ASSET NAME MEDIA Identifier MEDIA Purpose Code SOFTWARE TYPE COMPUTER LANGUAGE Identifier SOFTWARE TYPE COMPUTER LANGUAGE Type Code	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
(3.6.1d. Instructional media authoring system.) INFORMATION ASSET Purpose Code INFORMATION ASSET TYPE CODE (SDE) INFORMATION-ASSET IDENTIFIER INFORMATION-ASSET NAME INFORMATION-ASSET VERSION IDENTIFIER SOFTWARE TYPE COMPUTER LANGUAGE Identifier SOFTWARE TYPE COMPUTER LANGUAGE Type Code	
(3.6.1e. Instructional generation, video management/manipulation programs to include:) INFORMATION ASSET MEDIA Reason Code INFORMATION ASSET Purpose Code INFORMATION ASSET TYPE CODE (SDE) INFORMATION-ASSET IDENTIFIER INFORMATION-ASSET NAME MEDIA Identifier MEDIA Purpose Code	
(3.6.1e.(1) Media graphics.) INFORMATION ASSET MEDIA Reason Code INFORMATION ASSET Purpose Code INFORMATION ASSET TYPE CODE (SDE) INFORMATION-ASSET IDENTIFIER INFORMATION-ASSET NAME MEDIA Identifier MEDIA Purpose Code	
(3.6.1e.(2) Animation generation.) INFORMATION ASSET MEDIA Reason Code INFORMATION ASSET Purpose Code INFORMATION ASSET TYPE CODE (SDE) INFORMATION-ASSET IDENTIFIER INFORMATION-ASSET NAME MEDIA Identifier MEDIA Purpose Code	
(3.6.1e.(3) Video management.) INFORMATION ASSET MEDIA Reason Code INFORMATION ASSET Purpose Code INFORMATION ASSET TYPE CODE (SDE) INFORMATION-ASSET IDENTIFIER INFORMATION-ASSET NAME MEDIA Identifier MEDIA Purpose Code	
(3.6.1e.(4) Video manipulation.) INFORMATION ASSET MEDIA Reason Code INFORMATION ASSET Purpose Code INFORMATION ASSET TYPE CODE (SDE) INFORMATION-ASSET IDENTIFIER INFORMATION-ASSET NAME MEDIA Identifier MEDIA Purpose Code	
(3.6.1e.(5) Audio development programs.) INFORMATION ASSET MEDIA Reason Code INFORMATION ASSET Purpose Code	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
INFORMATION ASSET TYPE CODE (SDE) INFORMATION-ASSET IDENTIFIER INFORMATION-ASSET NAME MEDIA Identifier MEDIA Purpose Code	
(3.6.1f. Provide an explanation of the set-up routine and installation files to include the set-up parameters.) INFORMATION ASSET FILE Description Text INFORMATION ASSET FILE Identifier INFORMATION ASSET FILE Purpose Code INFORMATION ASSET TYPE CODE (SDE) INFORMATION-ASSET IDENTIFIER	
(3.6.1g. Provide an index or listing of all files, by topic, contained on CD-ROM or other storage medium.) DOCUMENT Description Text (Dev) DOCUMENT IDENTIFIER DOCUMENT MEDIA Code INFORMATION ASSET DOCUMENT Reason Code INFORMATION ASSET TYPE CODE (SDE) INFORMATION-ASSET IDENTIFIER	
(3.6.1h. Uninstall program.) INFORMATION ASSET Purpose Code INFORMATION-ASSET IDENTIFIER	
(3.6.2 Courseware data files. This data shall contain all courseware content and structure data files generated and produced using the Government provided or approved authoring language/system, and data files produced using instructional media support software. The files shall be in order and format structure compatible with the development package. Data files shall reflect debugging corrections and shall run unmodified on specified media delivery system(s) with run-time programs. The data files shall include the following data:) DOCUMENT Content Type Code DOCUMENT FORMAT TYPE Code DOCUMENT IDENTIFIER INFORMATION ASSET DOCUMENT Reason Code INFORMATION ASSET Purpose Code INFORMATION ASSET TYPE CODE (SDE) INFORMATION-ASSET IDENTIFIER SOFTWARE TYPE COMPUTER LANGUAGE Identifier SOFTWARE TYPE COMPUTER LANGUAGE Type Code	
(3.6.2a. The data files which contain:) DOCUMENT FORMAT TYPE Code DOCUMENT TYPE Identifier (Dev) INFORMATION ASSET DOCUMENT Reason Code INFORMATION-ASSET IDENTIFIER	
(3.6.2a(1) Lesson text displays and overlays.) DOCUMENT FORMAT TYPE Code DOCUMENT IDENTIFIER DOCUMENT MEDIA Code DOCUMENT Purpose Code INSTRUCTIONAL UNIT DOCUMENT Reason Code INSTRUCTIONAL-UNIT IDENTIFIER	
(3.6.2a(2) Graphics and animation displays and overlays.) DOCUMENT FORMAT TYPE Code	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
DOCUMENT IDENTIFIER DOCUMENT MEDIA Code DOCUMENT Purpose Code	
(3.6.2a(3) Video displays, both motion and still.) DOCUMENT ALIAS Identifier DOCUMENT ALIAS TYPE Code DOCUMENT FORMAT TYPE Code DOCUMENT IDENTIFIER DOCUMENT MEDIA Code DOCUMENT MOTION Media Code	
(3.6.2a(4) Audio tracks.) AUDIOVISUAL PRODUCTION AUDIO TRACK Identifier AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION DOCUMENT Identifier AUDIOVISUAL PRODUCTION Identifier DOCUMENT FORMAT TYPE Code DOCUMENT IDENTIFIER DOCUMENT MEDIA Code	
(3.6.2a(5) Still frame audio.) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION DOCUMENT Identifier AUDIOVISUAL PRODUCTION Identifier DOCUMENT FORMAT TYPE Code DOCUMENT IDENTIFIER DOCUMENT MEDIA Code	
(3.6.2b. The data files which control:) DOCUMENT FORMAT TYPE Code DOCUMENT IDENTIFIER INFORMATION ASSET DOCUMENT Reason Code INFORMATION ASSET TYPE CODE (SDE) INFORMATION-ASSET IDENTIFIER SOFTWARE ASSET Code Type	
(3.6.2b(1) Lesson text displays and overlays.) DOCUMENT FORMAT TYPE Code DOCUMENT IDENTIFIER DOCUMENT MEDIA Code DOCUMENT Purpose Code INSTRUCTIONAL UNIT DOCUMENT Reason Code INSTRUCTIONAL-UNIT IDENTIFIER	
(3.6.2b(2) Graphics and animation displays and overlays.) DOCUMENT FORMAT TYPE Code DOCUMENT IDENTIFIER DOCUMENT MEDIA Code DOCUMENT Purpose Code	
(3.6.2b(3) Video displays, both motion and still.) DOCUMENT FORMAT TYPE Code DOCUMENT IDENTIFIER DOCUMENT MEDIA Code DOCUMENT MOTION Media Code	
(3.6.2b(4) Audio tracks.) AUDIOVISUAL PRODUCTION AUDIO TRACK Identifier AUDIOVISUAL PRODUCTION Category Code	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
AUDIOVISUAL PRODUCTION DOCUMENT Identifier AUDIOVISUAL PRODUCTION Identifier DOCUMENT FORMAT TYPE Code DOCUMENT IDENTIFIER DOCUMENT MEDIA Code	
(3.6.2b(5) Still frame audio.) AUDIOVISUAL PRODUCTION Category Code AUDIOVISUAL PRODUCTION DOCUMENT Identifier AUDIOVISUAL PRODUCTION Identifier DOCUMENT FORMAT TYPE Code DOCUMENT IDENTIFIER DOCUMENT MEDIA Code	
(3.6.2c. The data files which control Electronic Performance Support System (EPSS) functions.) DOCUMENT TYPE Code (Dev) INFORMATION ASSET DOCUMENT Reason Code INFORMATION ASSET FILE Identifier INFORMATION ASSET Purpose Code INFORMATION-ASSET IDENTIFIER	
(3.6.3 Lesson logic data files. This data shall include the following:) DOCUMENT Content Type Code DOCUMENT IDENTIFIER DOCUMENT TYPE Code (Dev) INSTRUCTIONAL UNIT DOCUMENT Reason Code INSTRUCTIONAL-UNIT IDENTIFIER	
(3.6.3a. Logic data files which define:) DOCUMENT Content Type Code DOCUMENT IDENTIFIER DOCUMENT TYPE Code (Dev)	
(3.6.3a(1) Trainee performance requirements.) DOCUMENT Content Type Code DOCUMENT IDENTIFIER INSTRUCTIONAL UNIT DOCUMENT Reason Code INSTRUCTIONAL-UNIT IDENTIFIER INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE LEARNING OBJECTIVE PERFORMANCE STANDARD Reason Code LEARNING-OBJECTIVE IDENTIFIER PERFORMANCE STANDARD Identifier PERFORMANCE STANDARD TYPE Code	
(3.6.3a(2) Trainee response requirements.) INSTRUCTIONAL UNIT DOCUMENT Reason Code INSTRUCTIONAL-UNIT IDENTIFIER INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE LEARNING OBJECTIVE PERFORMANCE STANDARD Reason Code LEARNING-OBJECTIVE IDENTIFIER PERFORMANCE STANDARD Description Text PERFORMANCE STANDARD Identifier	
(3.6.3a(3) Criteria for altering the lesson presentation based upon trainee performance and response evaluation.) INSTRUCTIONAL UNIT ASSOCIATION Reason Code (SDE) INSTRUCTIONAL-UNIT IDENTIFIER INSTRUCTIONAL-UNIT-ASSOCIATION REASON CODE	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE LEARNING OBJECTIVE PERFORMANCE STANDARD Reason Code LEARNING-OBJECTIVE IDENTIFIER PERFORMANCE STANDARD Identifier PERFORMANCE STANDARD PERFORMANCE MEASUREMENT Reason Code PERFORMANCE-INDICATOR DESCRIPTION TEXT	
(3.6.3b. Logic data files which control:) DOCUMENT IDENTIFIER DOCUMENT TYPE Code (Dev)	
(3.6.3b(1) Sequence in which screens are displayed.) DOCUMENT ASSOCIATION Reason Code (Dev) DOCUMENT FORMAT TYPE Code DOCUMENT IDENTIFIER DOCUMENT TYPE Code (Dev)	
(3.6.3b(2) Sequence or pace of lesson presentation based upon trainee performance and response evaluation.) DOCUMENT ASSOCIATION Presentation Rate DOCUMENT ASSOCIATION Reason Code (Dev) DOCUMENT Description Text (Dev) DOCUMENT IDENTIFIER INSTRUCTIONAL UNIT ASSOCIATION Reason Code (SDE) INSTRUCTIONAL UNIT DOCUMENT Reason Code INSTRUCTIONAL-UNIT IDENTIFIER INSTRUCTIONAL-UNIT-ASSOCIATION REASON CODE INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE LEARNING OBJECTIVE PERFORMANCE STANDARD Reason Code LEARNING-OBJECTIVE IDENTIFIER PERFORMANCE INDICATOR MEASUREMENT Type Code PERFORMANCE STANDARD Identifier PERFORMANCE STANDARD PERFORMANCE MEASUREMENT Reason Code PERFORMANCE-INDICATOR IDENTIFIER PLAN TYPE CODE (SDE) PLAN-ASSOCIATION IDENTIFIER PLAN-ASSOCIATION REASON CODE	
(3.6.3c. Logic data files which contain:) DOCUMENT IDENTIFIER DOCUMENT TYPE Code (Dev)	
(3.6.3c(1) Scoring and evaluation criteria for trainee responses and performance.) INSTRUCTIONAL-UNIT IDENTIFIER INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE LEARNING OBJECTIVE PERFORMANCE STANDARD Reason Code LEARNING-OBJECTIVE IDENTIFIER PERFORMANCE INDICATOR MEASUREMENT Type Code PERFORMANCE STANDARD Identifier PERFORMANCE STANDARD PERFORMANCE MEASUREMENT Reason Code PERFORMANCE-INDICATOR IDENTIFIER	
(3.6.3c(2) Computer Managed Instruction (CMI) trainee identification performance and response records.) DOCUMENT IDENTIFIER EXAMINATION IDENTIFIER EXAMINATION INQUIRY ITEM Identifier INQUIRY ITEM Identifier (Can)	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
INQUIRY ITEM LEARNING OBJECTIVE Identifier INQUIRY ITEM PERFORMANCE MEASUREMENT Identifier INSTRUCTIONAL CLASS INSTRUCTIONAL UNIT Reason Code INSTRUCTIONAL UNIT DOCUMENT Reason Code INSTRUCTIONAL-UNIT IDENTIFIER LEARNING-OBJECTIVE IDENTIFIER PERSON IDENTIFIER PERSON INSTRUCTIONAL CLASS ROLE CODE (SDE) PERSON PERFORMANCE Reason Code PERSON-INSTRUCTIONAL-CLASS BEGIN DATE PERSON-INSTRUCTIONAL-CLASS END DATE PERSON-INSTRUCTIONAL-CLASS ROLE CODE	
(3.6.4 Portability commands. A list of commands and interface mechanisms used to ensure portability shall be provided.) DOCUMENT ASSOCIATION Reason Code (Dev) DOCUMENT IDENTIFIER DOCUMENT MEDIA Identifier DOCUMENT TYPE Code (Dev) GUIDANCE CATEGORY CODE GUIDANCE IDENTIFIER GUIDANCE TYPE Code (Dev) INFORMATION ASSET TYPE CODE (SDE) MEDIA Identifier MEDIA Purpose Code MEDIA TYPE Category Code PLAN TYPE CODE (SDE) PLAN-ASSOCIATION IDENTIFIER PLAN-ASSOCIATION REASON CODE	
(3.6.5 Developmental source material. Development source materials are those design and development materials which contain information necessary for future updates to the courseware and design and development documents. This data shall include the following:) DOCUMENT IDENTIFIER DOCUMENT Purpose Code	
(3.6.5a. The uncompiled source code and object code of each support software routine.) DOCUMENT IDENTIFIER INFORMATION ASSET DOCUMENT Reason Code INFORMATION ASSET TYPE CODE (SDE) SOFTWARE ASSET Code Type SOFTWARE TYPE Code	
(3.6.5b. A description of each routine's purpose and function. The description shall include applicable command sets and variables.) INFORMATION ASSET ASSOCIATION Reason Code INFORMATION ASSET TYPE CODE (SDE) INFORMATION-ASSET IDENTIFIER SOFTWARE TYPE Code SOFTWARE TYPE COMPUTER LANGUAGE COMMAND Type Code SOFTWARE TYPE COMPUTER LANGUAGE Identifier SOFTWARE TYPE COMPUTER LANGUAGE Type Code SOFTWARE TYPE COMPUTER LANGUAGE VARIABLE Type Code SOFTWARE TYPE Purpose Code	
(3.6.5c. Complete instructions for using and changing each routine.) GUIDANCE IDENTIFIER	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
GUIDANCE Purpose Code GUIDANCE TYPE Code (Dev) INFORMATION ASSET GUIDANCE Identifier INFORMATION ASSET TYPE CODE (SDE) INFORMATION-ASSET IDENTIFIER SOFTWARE TYPE Code	
(3.6.5d. Identification of the computer language used to develop support software shall include the specific release version and manufacturer of the language compiler. When more than one language is used, identification information shall be provided for each.) INFORMATION ASSET ORGANIZATION Reason Code INFORMATION ASSET TYPE CODE (SDE) INFORMATION-ASSET IDENTIFIER INFORMATION-ASSET-ORGANIZATION ROLE TYPE CODE ORGANIZATION IDENTIFIER SOFTWARE TYPE COMPUTER LANGUAGE Identifier SOFTWARE TYPE COMPUTER LANGUAGE Type Code SOFTWARE TYPE COMPUTER LANGUAGE Version Identifier	
(3.6.5e. A reference matrix of support software routines to course modules/lessons where the routine is used.) DOCUMENT IDENTIFIER INFORMATION ASSET TYPE CODE (SDE) INFORMATION-ASSET IDENTIFIER INSTRUCTIONAL UNIT DOCUMENT Reason Code INSTRUCTIONAL UNIT INFORMATION ASSET Reason Code INSTRUCTIONAL-UNIT IDENTIFIER	
(3.6.5f. A definition of each term, acronym, abbreviation, mnemonic, and symbol used within design and development documents, plans, and training program materials.) DOCUMENT ASSOCIATION Reason Code (Dev) DOCUMENT Category Code DOCUMENT IDENTIFIER DOCUMENT NAME Type Code DOCUMENT Purpose Code	
(3.6.5g. The identification of all delivery devices which are capable of running the delivered courseware version(s). The list shall identify the specific device configuration and capabilities required for the courseware version. The applicable configuration list shall include a description of the delivery system functions relative to the operational system, environment, and transportability of each module and lesson.) DOCUMENT IDENTIFIER DOCUMENT TYPE Code (Dev) INSTRUCTIONAL UNIT DOCUMENT Reason Code INSTRUCTIONAL UNIT MATERIEL Reason Code INSTRUCTIONAL-UNIT IDENTIFIER INSTRUCTIONAL-UNIT-MATERIEL-ITEM REASON CODE MATERIEL ASSOCIATION Description Text MATERIEL ITEM MEDIA Reason Code MATERIEL PURPOSE Code MATERIEL-ASSOCIATION IDENTIFIER MEDIA TYPE Category Code	
(3.6.5h. A complete listing of publications, technical data and other reference materials used and required to design, develop, and use the courseware. The references shall be listed alphanumerically and include the exact publication dates/versions/editions of the basic document and all incorporated changes. Listed references shall be cross-referenced to the applicable	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
courses, modules, and lessons.) DOCUMENT ASSOCIATION Reason Code (Dev) DOCUMENT Date (Dev) DOCUMENT DATE Type Code DOCUMENT IDENTIFIER DOCUMENT Name (SDE) DOCUMENT Purpose Code INSTRUCTIONAL UNIT DOCUMENT Reason Code INSTRUCTIONAL UNIT TYPE CODE (SDE) INSTRUCTIONAL-UNIT IDENTIFIER INSTRUCTIONAL-UNIT TYPE CODE INSTRUCTIONAL-UNIT-LEARNING-OBJECTIVE REASON CODE LEARNING-OBJECTIVE IDENTIFIER	
(3.6.5i. The identification of sources where technical assistance may be obtained for design and development issues.) DOCUMENT IDENTIFIER ORGANIZATION IDENTIFIER ORGANIZATION-NAME TEXT ORGANIZATION-POSTAL-ADDRESS-USAGE CODE ORGANIZATION-USPS-POSTAL-ADDRESS DELIVERY LINE TEXT ORGANIZATION-USPS-POSTAL-ADDRESS LAST LINE TEXT ORGANIZATION-USPS-POSTAL-ADDRESS PRIMARY TEXT ORGANIZATION-USPS-POSTAL-ADDRESS SECONDARY TEXT PERSON ADDRESS Text PERSON ADDRESS Type Code PERSON IDENTIFIER PERSON TELEPHONE NUMBER Text PERSON TELEPHONE NUMBER Type Code PERSON-NAME CATEGORY CODE PERSON-NAME TEXT PERSON-ORGANIZATION BEGIN DATE PERSON-ORGANIZATION END DATE PERSON-ORGANIZATION PERSON ROLE CODE	
(3.6.5j. Software licensing/fee requirements.) GUIDANCE-CITATION SPECIAL ADMINISTRATION TYPE CODE INFORMATION ASSET FEE Quantity INFORMATION ASSET FEE Type Code INFORMATION ASSET GUIDANCE Identifier INFORMATION ASSET Identifier INFORMATION ASSET LICENSE Description Text INFORMATION ASSET TYPE CODE (SDE) INFORMATION-ASSET IDENTIFIER	
(3.6.6 <u>Transportability and maintainability data.</u> This data contains information necessary for running files that have been compressed, and other unique characteristics necessary for operating, configuration management, and life cycle maintenance of courseware. This data shall include the following:) DOCUMENT Description Text (Dev) DOCUMENT FORMAT TYPE Code INFORMATION ASSET DOCUMENT Reason Code INFORMATION ASSET HARDWARE TYPE Code INFORMATION ASSET Purpose Code	
(3.6.6a. A summary description of the compressed file.)	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
DOCUMENT Description Text (Dev)	
(3.6.6b. Type of target computer required.) INFORMATION ASSET HARDWARE TYPE Code INFORMATION ASSET TYPE CODE (SDE)	
(3.6.6c. Target computer operating system required.) INFORMATION ASSET HARDWARE TYPE Code INFORMATION ASSET TYPE CODE (SDE)	
(3.6.6d. Target computer video driver requirements.) INFORMATION ASSET HARDWARE TYPE Code INFORMATION ASSET TYPE CODE (SDE)	
(3.6.6e. Video drivers installation description.) GUIDANCE IDENTIFIER GUIDANCE SUBJECT TEXT GUIDANCE SYNOPSIS TEXT INFORMATION ASSET GUIDANCE Identifier INFORMATION ASSET HARDWARE TYPE Code INFORMATION ASSET TYPE CODE (SDE)	
(3.6.6f. Video drivers uninstall description.) GUIDANCE IDENTIFIER GUIDANCE Purpose Code INFORMATION ASSET GUIDANCE Identifier INFORMATION ASSET TYPE CODE (SDE)	
(3.6.6g. Type of video compression (e.g., Audio Visual Interleave (AVI), Motion Joint Photographic Experts Group (MJPEG), Motion Pictures Expert Group (MPEG)).) DOCUMENT FORMAT TYPE Code	
(3.6.6h. Description of video color palette impact.) DOCUMENT FORMAT ELEMENT Code DOCUMENT FORMAT TYPE Code DOCUMENT IDENTIFIER DOCUMENT TYPE Code (Dev) INFORMATION ASSET DOCUMENT Reason Code INFORMATION ASSET TYPE CODE (SDE)	
(3.6.6i. Video color pallet file name.) DOCUMENT IDENTIFIER DOCUMENT Name (SDE) DOCUMENT TYPE Code (Dev)	
(3.6.6j. Video compression codex (e.g., Indeo, Cinpac).) DOCUMENT FORMAT TYPE Identifier DOCUMENT MEDIA Identifier MEDIA Compression Type Code	
(3.6.6k. Video file data as follows.) DOCUMENT FORMAT TYPE Code	
(3.6.6k(1) File name.) DOCUMENT IDENTIFIER DOCUMENT Name (SDE)	
(3.6.6k(2) File size.) DOCUMENT MEDIA Identifier MEDIA SIZE Quantity MEDIA SIZE Type Code	
(3.6.6k(3) Length of clip.) SITUATION DOCUMENT Begin SMPTE Time Code	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
SITUATION DOCUMENT End SMPTE Time Code SITUATION TYPE CODE (SDE)	
(3.6.6k(4) Frames per second) PHOTOGRAPHIC IMAGE Motion Code	
(3.6.6k(5) Interleaf ratio.) DIGITAL IMAGE Motion Code DIGITAL IMAGE Motion Interleaf Ratio Rate	
(3.6.6k(6) Window size.) INFORMATION ASSET DOCUMENT Reason Code INFORMATION ASSET MEDIA Type Code INFORMATION ASSET TYPE CODE (SDE)	
(3.6.6l Internet delivery requirements as follows:) INFORMATION ASSET TYPE CODE (SDE) INFORMATION-ASSET IDENTIFIER INFORMATION-ASSET NAME	
(3.6.6l(1) Special browser requirements.) INFORMATION ASSET ASSOCIATION Reason Code INFORMATION ASSET Purpose Code INFORMATION ASSET TYPE CODE (SDE) INFORMATION-ASSET DEFINITION TEXT	
(3.6.6l(2) Browser limitations.) CAPABILITY IDENTIFIER CAPABILITY TYPE CODE INFORMATION ASSET CAPABILITY Identifier INFORMATION ASSET CAPABILITY Reason Code INFORMATION ASSET TYPE CODE (SDE)	
(3.6.6l(3) Video viewer requirements.) INFORMATION ASSET ASSOCIATION Reason Code INFORMATION ASSET Purpose Code INFORMATION ASSET TYPE CODE (SDE)	
(3.6.6l(4) Plug-in requirements.) INFORMATION-ASSET IDENTIFIER INFORMATION-ASSET TYPE CODE INFORMATION-ASSET VERSION IDENTIFIER INFORMATION-SYSTEM-REQUIREMENT-LINE-ITEM-CATEGORY NAME INFORMATION-SYSTEM-REQUIREMENT-LINE-ITEM IDENTIFIER ORGANIZATION IDENTIFIER SOFTWARE-APPLICATION FUNCTIONAL DESCRIPTION TEXT SOFTWARE-REQUIREMENT-TYPE NAME	
(3.6.6l(5) Source code requirements.) INFORMATION-ASSET IDENTIFIER INFORMATION-ASSET TYPE CODE INFORMATION-ASSET VERSION IDENTIFIER INFORMATION-SYSTEM-REQUIREMENT-LINE-ITEM-CATEGORY NAME INFORMATION-SYSTEM-REQUIREMENT-LINE-ITEM IDENTIFIER ORGANIZATION IDENTIFIER SOFTWARE-APPLICATION FUNCTIONAL DESCRIPTION TEXT SOFTWARE-REQUIREMENT-TYPE NAME	
(3.6.6l(6) Audio player requirements.) INFORMATION-ASSET IDENTIFIER INFORMATION-ASSET TYPE CODE	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
INFORMATION-ASSET VERSION IDENTIFIER INFORMATION-SYSTEM-REQUIREMENT-LINE-ITEM-CATEGORY NAME INFORMATION-SYSTEM-REQUIREMENT-LINE-ITEM IDENTIFIER ORGANIZATION IDENTIFIER SOFTWARE-APPLICATION FUNCTIONAL DESCRIPTION TEXT SOFTWARE-REQUIREMENT-TYPE NAME	
(3.6.6m. Audio data as follows:) AUDIOVISUAL PRODUCTION Category Code	
(3.6.6m(1) Bit depth.) AUDIOVISUAL PRODUCTION AUDIO CHANNEL Identifier	
(3.6.6m(2) Sampling rate.) AUDIO TYPE ACOUSTIC FREQUENCY Sampling Rate AUDIOVISUAL PRODUCTION AUDIO TRACK Identifier	
(3.6.6m(3) Type (e.g., stereo, mono).) AUDIOVISUAL PRODUCTION AUDIO CHANNEL Description Text AUDIOVISUAL PRODUCTION AUDIO CHANNEL Identifier AUDIOVISUAL PRODUCTION Category Code	
(3.6.6n. Animation file data as follows:) DOCUMENT FORMAT TYPE Code DOCUMENT IDENTIFIER DOCUMENT MEDIA Code	
(3.6.6n(1) A summary description of the animation.) 3.6.6.n.1 DOCUMENT FORMAT TYPE Code	
(3.6.6n(2) Caption.) DOCUMENT ASSOCIATION Reason Code (Dev) DOCUMENT Category Code DOCUMENT IDENTIFIER DOCUMENT NAME Type Code DOCUMENT Purpose Code	
(3.6.6n(3) Font.) DOCUMENT FORMAT ELEMENT Code DOCUMENT FORMAT TYPE Code DOCUMENT FORMAT TYPE Identifier	
(3.6.6n(4) Special effects.) DOCUMENT MEDIA Identifier MEDIA TYPE Category Code MEDIA TYPE Identifier	
(3.6.6n(5) Source animation file name.) DOCUMENT FORMAT TYPE Code DOCUMENT IDENTIFIER DOCUMENT Name (SDE)	
(3.6.6n(6) Animation type.) DOCUMENT MEDIA Code DOCUMENT MEDIA Identifier MEDIA TYPE Category Code	
(3.6.6n(7) Type of beginning and ending transitions.) AUDIOVISUAL PRODUCTION Transition Type Code DOCUMENT SITUATION Reason Code SITUATION ASSOCIATION Scene Motion Transition Type Code SITUATION IDENTIFIER SITUATION-ASSOCIATION REASON CODE	

TABLE 1. Standard digital data requirements - Continued

DID PARAGRAPH AND RELATED STANDARD DATA ELEMENT(S)	REQUIRED
(3.6.6n(8) Restrictions on use.) CAPABILITY IDENTIFIER CAPABILITY Reason Code	
(3.6.6o. Graphics file data as follows:) DOCUMENT FORMAT TYPE Code DOCUMENT IDENTIFIER DOCUMENT MEDIA Code	
(3.6.6o(1) A summary description of the graphic.) DOCUMENT Description Text (Dev)	
(3.6.6o(2) File name.) DOCUMENT Name (SDE)	
(3.6.6o(3) Type of file (e.g., Tag Image File (TIFF), Joint Photographic Experts Group (JPEG), Graphics Interface Format (GIF), Bit Map (BMP)).) DOCUMENT FORMAT TYPE Code	
(3.6.6o(4) Archive file type (e.g., native drawing format).) DOCUMENT ASSOCIATION Reason Code (Dev) DOCUMENT FORMAT TYPE Code DOCUMENT IDENTIFIER PLAN TYPE CODE (SDE) PLAN-ASSOCIATION IDENTIFIER PLAN-ASSOCIATION REASON CODE	
(3.6.6o(5) Caption.) DOCUMENT ASSOCIATION Reason Code (Dev) DOCUMENT Category Code DOCUMENT IDENTIFIER DOCUMENT NAME Type Code DOCUMENT Purpose Code	
(3.6.6o(6) Restrictions on use.) CAPABILITY IDENTIFIER CAPABILITY Reason Code	
(3.6.6p. Courseware flow chart.) DOCUMENT Content Type Code DOCUMENT FORMAT TYPE Code DOCUMENT IDENTIFIER	

5. End of DI-ALSS-81526A.